

A

By putting it on sale!

Cards for Humanity

B

**By putting
a great man
behind each
great woman.**

Cards for Humanity

C

By promoting true work/life balance.

Cards for Humanity

A

...training
more
plumbers.

Cards for Humanity

B

...designing larger toilets.

Cards for Humanity

...avoiding
wastage of
drinkable
water.

A

**...technology
to harness
sun/wind/waves
energy.**

Cards for Humanity

B

**...sleeping
more hours
each night.**

Cards for Humanity

...doing the
floss dance
to charge your
mobile phone
battery.

A

**Weigh each
one to see
if they are of
equal weight.**

B

**Check to see
if the colour is
evenly yellow.**

C

**Check
the label
or demand
about the
origin.**

A

Have showers together.

Cards for Humanity

B

Pee in the shower.

Cards for Humanity

Measure the
temperature
celsius instead
of fahrenheit.

A

**...eating only
vegetarian
animals.**

Cards for Humanity

B

**... going
vegetarian
and eating
a lot of soya,
palm oil and
avocados!**

... to cut meat
and milk to
a minimum,
and including
lots of veggies.

A

**By eating
more chicken.**

Cards for Humanity

B

By eating only really big fish.

Cards for Humanity

C

Fast more often.

Cards for Humanity

A

Plant a tree.

Cards for Humanity

**Flood
the land.**

Cards for Humanity

B

Keep a camel.

Cards for Humanity

Cards for Humanity

Have you heard of the *Cards Against Humanity* game?

Well, the objective of the Cards for Humanity is not to pull the worse features out of your human race fellows but quite the opposite: it is to start thinking about the best ways one can contribute to the common good!

The mechanics of the game are simple:

- a host or 'master of ceremonies' is required, to pose each question (on a screen, projection or computer) to the players.
- three (3) players or three teams of players receive a set of cards with answers.
- choose how many questions will be the round (3 to 8, not too long) and start with one question.
- all the players/teams choose one answer from their set of cards that is the best answer (either a serious contribution for achieving the SDG or an answer with a twist ;)
- the host decides which player gave the best answer and attributes one point.
- at the end of the agreed round there may be a winner, but the goal is to start a conversation about each of the SDGs.